

THE CAPITOL ~~NE~~<sub>57</sub> DISTRICT



ATARI®

COMPUTER ENTHUSIASTS



Season's Greetings



STXE The Atari Journal of  
Central New York.  
Serving the Capitol District

## ABOUT CDACE

The Capitol District Atari Computer Enthusiasts serves Albany, Schenectady, Rennselleer, Saratoga and surrounding counties in upstate New York.



The December meeting will be held on the third Thursday of the month, December 17TH at the Memorial United Methodist Church on Hoosick Street in Troy.

The Club actively promotes the use of all Atari Computers through demonstration and application.

Other Club activities include a BBS, SIGS, and this Newsletter. In addition the Club has extensive public domain libraries for the XE and ST computers and frequently offers group buying benefits to club members.

For information about Club membership please contact:

|                 |    |                   |
|-----------------|----|-------------------|
| PETER KNAPIK    | or | BILL SILVERMAN    |
| CDACE PRESIDENT |    | NEWSLETTER EDITOR |
| (518) 783-3415  |    | (518) 439-6465    |

Annual membership is currently \$15.00.

### DIRECTIONS

The CDACE general meeting is conveniently located from everywhere in the Capitol District.

Using any of the main arterials, Interstate 90, 787 or the Northway, go to new Alternate Route 7 and cross the Collar City Bridge into Troy. Go up to the top of Hoosick Street and the Church is on the right. Park in the Bank parking lot across the street.

CDACE PRESIDENT &  
PUBLISHER  
PETER KNAPIK

EDITOR  
BILL SILVERMAN

MEMBERSHIP AND  
SUBSCRIPTIONS  
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ST & XE PUBLIC  
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## ATARI CUSTOMER SERVICE by Peter knapik

My 520 ST was an unnecessary purchase, it wasn't exactly a spontaneous purchase either. My 800 and 4-810's were purring along very nicely, a good supply of 8 bit software and 5 1/4 disks made me feel confident of being able to anything that I wanted to do.

But yet I realized the ST had better graphics, more memory, disk storage was greater and it was a faster machine.

I knew that in the near future I would be self-employed and that meant record keeping and graphics development, why start on the 8-bit and then have to port over to the ST. That was my rational for the purchase of my ST. Now

### - THE REST OF THE STORY -

Along with a purchase of any hardware or software is packed a 4" x 6" card known to us as a "Product Registration" or "Guarantee". We all know today's products are designed to last the length of terms plus (n) days, ( ask Steve about his color monitor ). I never send those cards in because after spending a chunk of money for a product I still have to pay postage to let the manufacturer know the demographics of the purchaser what type of store it was bought in and its intended use.

Atari has solved this problem of what we can do with their products after the gaurantee period and it's fantastic. In the case of the 520-ST their instructions were to send the entire unit ( mouse and all ) back to them with a check for \$95.00 and they would repair or replace the system. I was told the replacement would take 5 to 6 weeks. For reasons stated above, using the system in my businesses I couldn't be down with the coming Christmas season for a period of 5 or 6 weeks. So - a telephone call to Atari, the " Customer Relations lines are all busy " song was given to me, " Leave your telephone number and they return your call ". Here is the deaf ear of the Corporate Them. Figuring I would have to callback at a later time myself I was surprised when Barbara Monahan called stating she was with the Atari Corp.. After explaining my need for the 520-ST in graphics generation for my video duplication service she gave me a procedure to follow that had a new working unit back in my hands in just 2 weeks. I was impressed and grateful, first to have been out of service for only 2 weeks and 2nd that the Atari Corp. has a Barbara Monahan working for them, she was pleasant, understanding, friendly and efficient. The paperwork that was enclosed with my replacement unit indicated the deviation from S.O.P. that was required for the reduced processing time.

After 1 week with a 520-STFM, ( that's right Atari's policy of replacement with Equal or Better means just that. I was returned a FM for my 520-ST because when my unit was returned they didn't have a plain 520 to send back so I lucked out ) I had to call Barbara and tell her that the unit they had sent me wasn't working, the built-in disk drive

In response to popular demand, we are publishing the current (as current as Atari ever is) price list for their repair/replacement policy:

|                      |          |
|----------------------|----------|
| 2600 Game System     | \$25.00  |
| 7800 Game System     | \$45.00  |
| XM301 Modem          | \$25.00  |
| XMM801 Printer       | \$75.00  |
| 65XE Computer        | \$50.00  |
| 130XE Computer       | \$65.00  |
| 400 Computer         | \$35.00  |
| 600XL Computer       | \$35.00  |
| 800 Computer         | \$50.00  |
| 800XL Computer       | \$50.00  |
| 1200XL Computer      | \$50.00  |
| 810 Disk Drive       | \$75.00  |
| 825 Printer          | \$75.00  |
| 830 Modem            | \$20.00  |
| 850 Interface        | \$40.00  |
| 1020 Printer/Plotter | \$30.00  |
| 1025 Printer         | \$75.00  |
| 1027 Printer         | \$75.00  |
| 1050 Disk Drive      | \$75.00  |
| 520ST Computer       | \$95.00  |
| ST Mouse             | \$20.00  |
| SM124 Mono Monitor   | \$60.00  |
| SF314 Disk Drive     | \$90.00  |
| SF354 Disk Drive     | \$75.00  |
| SC1224 Color Monitor | \$95.00  |
| SMM804 Printer       | \$75.00  |
| 1040ST Computer      | \$125.00 |
| SH204 Hard Disk      | \$225.00 |

If the product is in warranty, take it back to the dealer. If the dealer won't handle it under the warranty, send it along with a letter of explanation and a copy of the receipt to Atari Corp., 390 Caribbean Dr., Sunnyvale, CA 94089, Attn: Door 17.

If the product is out of warranty, take it to an authorized service center (if you can find one) or send it in to the above address with a letter of explanation and a check for the amount required.

Now for the catches, if you have modified your equipment in any way (additional builtin RAM, hardware modifications, etc.), call Customer Relations for instructions at 1-(408) 745-2367 or 5759.

If the unit is no longer stocked by Atari, it will be replaced with an equivalent or enhanced unit at their discretion. Finally, remember that it is repair or replacement at their discretion. Atari is nice people now so if you have questions, call Customer Relations. They have been exceptionally responsive.

## FOR SALE

MSG BASE- WANT AD 01923 HARRY VON TO ALL ATARI 520 ST 06:21:24 pm 11/26/87

Anybody out there with an 520 ST Color system for sale?

Maybe I could swing it with a used one. If something is available, please let me know (on this board or direct 283-5945) Harry Von

MSG BASE- WANT AD 01930 BILL SILVERMAN TO ALL 1 MEG UPGRADE FOR 520ST 10:38:28 am 11/27/87

EZ RAM UPGRADE FOR 520ST

Brand new, never taken out of the box. Ez Ram upgrade kit for a 520ST. This kit will increase the RAM in your 520 to 1 meg. Yours for \$126.00 If interested call Peter Knapik to 783-0499 or leave a message to PETER KNAPIK ON THE CDACE BBS

MSG BASE- WANT AD 01948 MARTY SCHADE TO ALL 130XE 12:09:49 am 11/30/87

FOR SALE 130XE: Full system; 1030 modem; 1027 printer; drive; Atari Write; Synfile & Calc; & other software. Asking \$375.00 Marty 462-2587





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## FREE CDACE MEMBERSHIP

\*\*\*\*\*

## ANTIC SPECIAL OFFER

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SUBSCRIBE TO ANTIC through CDACE AND GET A  
CDACE MEMBERSHIP FREE!

For the next couple of months Antic is running a special promotion for User Groups that allows CDACE to offer you a 'free' one year Club membership.

When you subscribe to the Antic Action Edition (annual magazine/disk Subscription) you will also get a CDACE annual membership.

An Antic subscription is \$79.95 and CDACE annual membership is \$15.00 a total of \$94.95 -but you can get both for the Antic subscription price. Sign up at the meeting or subscribe through CDACE by mail. To get both your Antic Subscription and CDACE membership you subscribe through CDACE. Enjoy!

CDACE  
&  
ANTIC

By Bob Kelly

Nibble Bits:

WordPerfect 4.1 for the Atari ST is now available. It has all the pull-down menus and features that accompany the Macintosh version released last month. Early purchasers say it has a few bugs but knowing the folks from Word Perfect, they will be corrected in very short order. L&Y Computers in Woodbridge is selling version 4.1 for around \$200.

A high resolution color monitor is being made for Atari right now in the Far East. It will be compatible with both the ST line of computers and the Mega. Look for this monitor around June 1988.

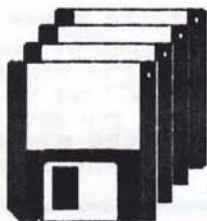
According to a rumor reported in InfoWorld, look for Steve Jobs of Apple fame to share with Atari Corp. a custom graphics chip. According to this report, it will be shown at Atari's booth at COMDEX.

<<<< Share Ware >>>>

by Calamity Jane

I love the Share Ware idea... I mean the WHOLE thing. If you like a program and can use it...then send the programmer the money. For the most part, the Share Ware programs I have seen are top-quality stuff...I mean, top quality. DCopy by Ralph Walden, is the first I got involved with. I use it EVERY DAY! Now with the FoReM BBS program supporting the Doors <the on-line games etc>, we will see more of this spring up. The Mailer that allows FoReM to F-Net, is Share Ware. The Mailer was not a one week job, but several months worth of very hard work. In my opinion, Dave Chiquelin deserves something.

T --\*Space Empire--\* game has taken alot of time and effort...Jon deserves something also. So does every one else who desires/deserves it. I F-Netted a "check" <done in the message base> to Dave Chiquelin for the Mailer program--have you had much luck cashing that yet?? <grin> And, today I sent my ten bucks to Jon Radoff for the --\*SE-- game, but I went a step further. I have a friend that is, well busted up and busted...<a long story, I shall skip> He wants the game desperately, but ten bucks is ten bucks. It would be so easy for me to get the game for myself and zap off a copy and F-Net the sucker to him, and not care whether HE pays for it. I chose not to do this... I paid for him also. After all, I would rather have HIM owe ME!! Some of you are going to think



**ST  
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**CAPTIOLO STXE page**

**7**



I am nuts...fine, go ahead, but I think so much of this Share Ware program that I will do all I can to support it.

It's one thing for me to pay 40+ bucks for a piece of software, that I discover is a pile of garbage. And of course I don't REALLY know this, till I boot it up and play!! But it is quite another situation for me to play with the software, get to know it, and see that it fits my needs. Then send my money.

The Co-SysOp of The ~~W~~Prairie Chip, Byron Cullen, is writing a game for the FoReM Doors...It will be Share Ware. Will I pay him?? HIM?? Probably not, I can get away with just feeding him...<grin> He will take me up on it, even though we are a few hundred miles away...I do not doubt my Co...The Chip will be home base for this new game and I shall attempt to see he gets what he deserves... I know how much work has gone into his spectacular game. I only have so much control though...

Another method I thought was a nice way to pay for Share Ware, was to send the programmer two bucks or two disks...You know this one isn't in it for the money... The disks are for saving all that wonderful data on...If the author of something you use, wants ten dollars and all you have is five--by all means send it!! He or she will appreciate the fact you even bothered. Support the Share Ware idea... May it Live Long and Prosper...

#### LUNAR LANDER

---

By John Williams

Well, by now, you might be totally frustrated with lunar lander. Let me assure you that not only is this game winnable, but with a little practice, EASY! Don't be surprised if you start dreaming up new screens in DEGAS to further challenge your mouse coordination.

First, I'll start with the controls:

##### Vertical Mouse Movement

This controls the thrust. The thrust determines your acceleration according to the direction your ship is pointing. The ship is a triangle, with two long sides and a short side. I sacrificed the graphics in this game in order to provide optimum real time response. The short side of the triangle is where the thrust comes out.

##### Horizontal Mouse Movement

This controls the rate of rotation. The more the mouse is positioned to the left, the faster the ship spins counter clockwise. The more the mouse is positioned to the right, the faster the ship spins clockwise.

##### How to land the ship:

Mostly, this game requires gentle movements of the mouse. Violent movements are the fastest way to lose control of the ship. Throughout the game you will want to keep the mouse essentially centered. The alert box between games allows you to start each one from a known mouse position. When you start a decent, the first thing to do is relax. Keep the mouse essentially centered, pulling it very slightly to the side



until the tip of the ship is pointing at 10 or 11 oclock. This is the optimum angle of attack, and a prerequisite to landing. You will have to adjust your angle of attack as you decent, moving the mouse gently in either direction to compensate for rotational drift. The thrust should be about mid way.

You should practice keeping the ship in control in one place on the screen. This involves gently applying thrust and rotation to compensate for drift and gravity. Once you have the ship under control, landing it is much easier by gently applying thrust and rotation to slowly maneuver yourself to your target. The targets themselves are red, and are quite visible. You have to land ON the target, while maintaining a slow, controlled speed. The targets to the right are easier, as they allow a greater margin of error.

REMEMBER THESE ESSENTIAL POINTS:

- 1) Keep the mouse more or less centered!
- 2) Keep the tip of the ship up!
- 3) Be gentle!
- 4) Be patient!

I use these techniques, and in fact, designed the game around these techniques! I am able to land the ship anywhere on the screen, BUT, only when I let myself relax. You have unlimited fuel, TAKE YOUR TIME! Before you know it, you'll be ready for the next game I upload!

HARDWARE REVIEW



by Glenda Stocks

|  |
|--|
| SupraModem 2400 (Tm)<br>Suggested Retail price<br>\$199.95<br>Supra Corporation<br>1133 Commercial Way<br>Albany, OR 97321<br>(503) 967-9075 |
|--|



The SupraModem is a 100% Hayes compatible modem, which operates at 300,1200, and 2400 bits per second. SupraModem connects to your computer with an RS-232C cable, and connects to a modular telephone jack. The SupraModem has a nonvolatile memory, in which can be stored one telephone number and one modem configuration. The SupraModem is software configurable, and there are NO dipswitches available to be set. The modem measurements are 1 inch tall, by 4 and 5/8 inches wide, by 6 and 1/2 inches long; about the same size as a standard paperback book. The unit has a silver-look metal casing, on the front of which are 8 indicator lights and an ON/OFF button. There is a phone jack on the rear of the modem to hook up your telephone receiver.

The SupraModem 2400 has the features listed below:

- > Command Buffer That Holds 40 Characters.
- > Six Different Self tests.
- > Call Progress Monitoring Features:

wait for dialtone

- detect busy
- wait for silence

- detect answer tone
- > Standard Result Codes.
- > One Inch Speaker (Underneath) With Programmable Volume Control.
- > The Following Indicator Lights: - High Speed (HS)
  - Auto Answer (AA)
  - Carrier Detect (CD)
  - Off-Hook (OH)
  - Receive Data (RD)
  - Send Data (SD)
  - Terminal Ready (TR)
  - Modem Ready (MR)

> User Modifiable, nonvolatile RAM That Stores The Following Configuration Settings:

- one telephone number
- S0 ring to answer on
- Ex\_command echo
- Qx\_result codes
- Vx\_word or # codes
- Tone or Pulse dial
- &D handling the DTR
- &C handling the DCD
- Yx long space disconnect
- Lx\_speaker volume
- Mx\_speaker control
- Xx\_result code options
- &P make/break ratio
- &T for tests
- 300, 600, 1200, or 2400
- Parity
- &G guard tones
- delay to DTR (S25)
- RTS/CTS delay (S26)



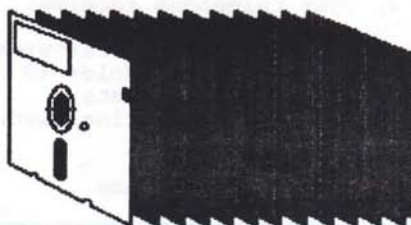
All of the above settings are saved in RAM by the AT&W command, and are restored by the ATZ command, or when the modem is powered down and then powered back up.

I tested the SupraModem 2400 while running my OASIS BBS and calling out with both EXPRESS! 850 v.3.0 and the OASIS terminal program. The SupraModem 2400 worked fine with the following RS232 interfaces:

- ATARI 850 interface with RS232.COM R: handler
- ICD P:R connection with PRCSYS.COM R: handler
- ICD MIO internal RS232 port with NO R: handler.

I was able to run my BBS in all three configurations. Of course no external R: handler was necessary to run EXPRESS!

**XE  
DISK LIBRARY  
OPENS AT  
7:00PM**





850 v.3.0. Also note that the SupraModem 2400 will operate with the DTR signal from the ICD MIO internal RS232 port. Other compatibility note is that the SupraModem can be used software that's looking for the AVATEX modem, or a HAYES modem. I used both configurations on the BBS. Lastly, under 24 hour operation, the SupraModem 2400's casing temperature is still cool to the touch.

The SupraModem 2400 is available for purchase from Z Innovators at a discount price. To contact Z Innovators CALL: XBN BBS 617-559-6844 300/1200/2400 24 hours Main Menu Option [P]

WRITE:Z Innovators, 1344 Park St, Stoughton, MA 02072

REPRINTED FROM: ZMAGAZINE 82 December 4, 19874  
CONSOLE KEY PROGRAMMING ...From ATARI8 SIG\*...ON CIS  
by Keith Joins

This short file will give you the basic information needed to use the OPTION, SELECT, START, and HELP keys in your programs. The HELP key is of course only available on the XL/XE series and not on the older 400/800 machines.

The first three of these keys are controlled by memory location 53279 (\$D01F). Peeking this location will return various values depending on the key or combination of keys pressed according to the following table:

| KEY(S)         | VALUE RETURNED |
|----------------|----------------|
| =====          | =====          |
| All three      | 0              |
| OPTION+SELECT  | 1              |
| OPTION+START   | 2              |
| OPTION         | 3              |
| SELECT+START   | 4              |
| SELECT         | 5              |
| START          | 6              |
| No key pressed | 7              |



To test this out RUN the following short basic program. 10 PRINT PEEK(53279) 20 GOTO 10

While this program is running press various combinations and see what value is printed to the screen. Notice that the value for a given key is returned only while that key is depressed. When you release the key, the value returned goes back to seven. This is because the Operating System updates this location every stage two VBI. You don't have to know what the VBI procedure does, just realize that you do not have to clear this location in order to use it again. When you are finished with this little program, just press the BREAK key to stop it.

Another thing to understand is that pressing the console keys will never cause the Operating System to generate an interrupt as happens when you press a regular key. You would have to create and install your own interrupt to do this. A possible application for this would be to use these keys to toggle output between the screen and the printer. This could be done as part of the VBI routine or by using the software timers at memory locations 536 to 558. Again this information is not needed to use these keys in your programs.

Now a short example of the use of these keys in a Basic program:

```
100 OPTION=3:SELECT=5:START=6
110 PRINT "PRESS START TO BEGIN"
```

```

120 PRINT "PRESS SELECT TO RERUN"
130 PRINT "PRESS OPTION TO GOTO DOS"
140 CHOICE=PEEK(53279)
150 IF CHOICE=START THEN GOTO 200
160 IF CHOICE=SELECT THEN RUN
170 IF CHOICE=OPTION THEN DOS
180 GOTO 140 200 Your program

```



Line 180 is needed to in order to force the program to repeat the choice selection process until a consol key is pressed. Any other key press is ignored except that if you sould press another key it will be echoed to the screen when a consol key is finally pressed. To prevent this you could add the following:

```
175 POKE 764,255
```

This will clear the register that the keyboard handler gets it data from and prevent the errant key stroke from being echoed to the screen Memory location 732 (\$2DC), a spare byte in the 400/800 series, is used in the XL/XE series to store the status of the HELP key. A PEEK(732) will return the following values:

KEY COMBINATION VALUE

```

=====
HELP alone      17
HELP+SHIFT     81
HELP+CONTROL 145

```

The default value of this register is zero. Unlike the consol key register, this one will retain the value stored in it until the user clears it with a POKE 732,0. The operating system pretty much ignores this location except when directed to it under program control. Again no interrupt is generated by this key except a user written one.

The above information should give you enough to use these keys in you own programs. Experiment with their use and soon they will be second nature to you. It is the best way to learn. If you have any further questions, feel free to ask. Keith Joins 72347,75

DR. AT BEE is here!

(Ed. note: this short tutorial was an answer to a CDACE BBS user's about how programs store information)

#### Answers to your questions -

1. how do programs store their variables for subsequent loads:

a) some programs, especially copy protected ML programs write directly to disk. They write to sectors rather than files, therefore the data is 'invisible' to the user.

b) other programs write to a data file. Such files can usually be identified by names like GAME.DAT, HIGH.DAT, TABLE.DAT or other similar names.

2. where can variable be stored safely in memory?

a) with only a few exceptions data can be stored safely in page six (memory locations 1536 to 1792). When a basic program is erased/ loaded these memory locations remain untouched. Programs, basic, machine language, logo, whatever will not, ordinarily write to this block of memory UNLESS directed.

b) there are two boundaries for free memory in the XL/XE

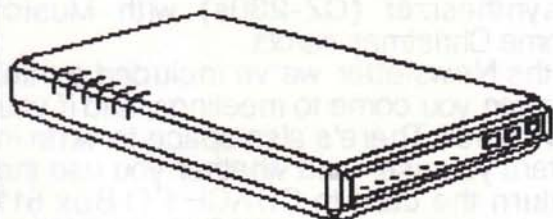


computers. One is called HIMEM the other is called LOWMEM. It's possible move either to reserve space for variables, character sets, graphics screens, etc. From Basic it is easier to move HIMEM down rather than LOWMEM up. From machine language either can be done but the preference is usually to HIMEM down.

3. how can they be reaccessed?

a) from disk it is fairly straight foward, simply open the file and read the data in basic. In machine language it is fairly easy to go to sector and read the data stored there.

b) to read Bytes from RAM you need to peek the memory addresses. In either case the program must have the capability to use the data it recovers from disk or ram in the program.



AVAILABLE FOR DOWNLOAD FROM THE CDACE BBS

\*\*\*\*\* FOR THE XE/XL/800 \*\*\*\*\*

PROGRAM SECTORS/XMODEM BLOCKS (X2)  
CRITPATHBAS 0080  
FIRST PRJ 0004  
DLSTRIP 0011  
RVERTER OBJ 0006  
MICROTXTBAS 0045  
BILIARDSBAS 0028  
VIEW410 A 0005  
TURBASE BAS 0031  
PROGRAM TXT 0008  
XEVIOUS EXE 0037  
VIEW410 B 0005  
VIEW410 DAT 0005  
CIRCUIT BAS 0055  
CIRCUIT SET 0018  
ROBOX OBJ 0024

\*\*\*\*\* FOR THE 520ST & 1040ST \*\*\*\*\*

PROGRAM SECTORS/XMODEM BLOCKS (X2)  
BUFFER ARC 0026  
BOXBILD PC3 0048  
FORMATIARC 0021

## **DECEMBER GENERAL MEETING AGENDA AND OTHER THINGS TO DO**

XE and St libraries open at 7:00PM and the general meeting begins at 7:30.

Catalogs from Computer Mail Order including special prices on Atari 800/XL/XE software will be available at the meeting only.

The December meeting will feature several ST items, a soccer animation demonstration, a demo of the game Airball by Microdeal and a MIDI synthesizer (CZ-230s) with Music Studio so we can play some Christmas carols.

Along with this months Newsletter we've included a mini questionnaire asking how often you come to meetings, and if you don't attend regularly how come? There's also space to write in the names of the computers you use, and whether you use the BBS. You can either return the card to CDACE PO Box 511 Delmar NY 12054, leave a message on the BBS (237-1232) or give me (Bill Silverman) a call at 439-6465.

The 520ST-FM for CDACE BBS II has been ordered and should arrive sometime next week. When fully operational (some time in January or February) everyone will benefit from a variety of improvements; better U/L-D/L protocols, on line games, private E-mail, more sophisticated message areas, a very advanced security system so that we can open some parts of the BBS to others, in short we will take another little step forward.

## **NEXT MONTH IN STXE THE CHALLENGE OF 1988**

### **CDACE MEETING DATES FOR DECEMBER AND JANUARY**

THURSDAY, DECEMBER 17TH  
THURSDAY, JANUARY 28TH

DISK LIBRARIES OPEN AT 7:00PM  
GENERAL MEETING BEGINS AT 7:30PM





## PARTY TIME

CDACE CHRISTMAS  
DINNER  
FRIDAY, DECEMBER  
18TH  
AT CHAUSER'S IN  
CLIFTON PARK

SEATING IS AT 7:30.  
RSVP TO PETER KNAPIK  
783-4515

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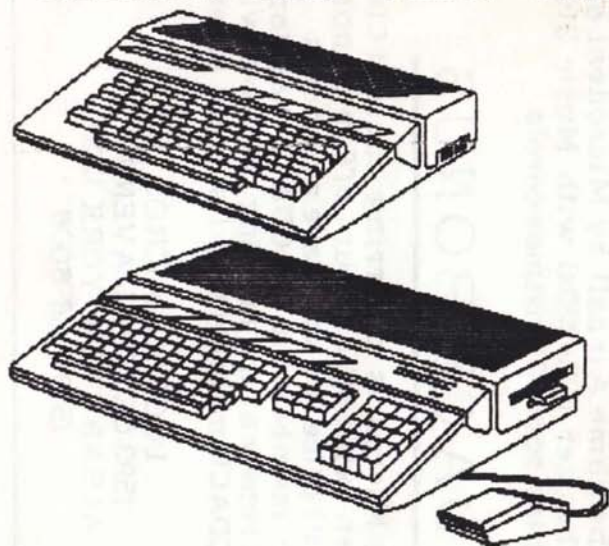
## CDACE BONUS

Logical Micros is offering current CDACE members an extra 5% discount off their normal (20% off list) price for software purchases.

If your membership in CDACE has lapsed be sure to renew at the meeting. Micro's will be getting a CDACE membership list right after the meeting.

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